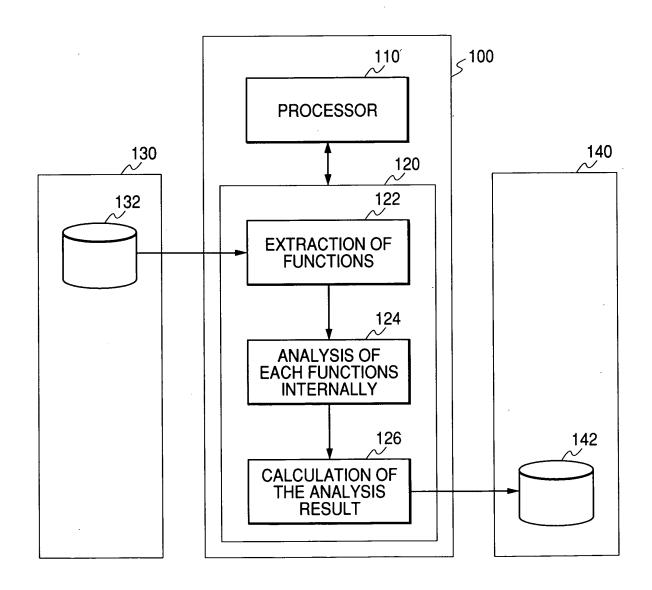


FIG. 1



```
(AIN1,AIN2)
                         func_A
            int
                                      AIN1,AIN2;
                         int
                         ( .
                                      A1, A2;
                         int
                211 - \inf_{if (AIN1 == 10)}^{AO}
                                      A01;
132-
                                     - if (AIN2 > 20)
                         } else {
                213~
                         if (AIN1 > 10)
                         return (A01);
                                      (BIN1)
            int
                         func_B
                         int
                                      BIN1;
                         {
                                      B1, B2;
                         int
                                      BO1;
                         int
                          if (BIN1 > 20)
                          if (BIN1 > 18)
                          if (BIN1 > 16)
                                                   {.
                          if (BIN1 > 2) {
                          func_C
                                       ()
             void
```

FIG. 3

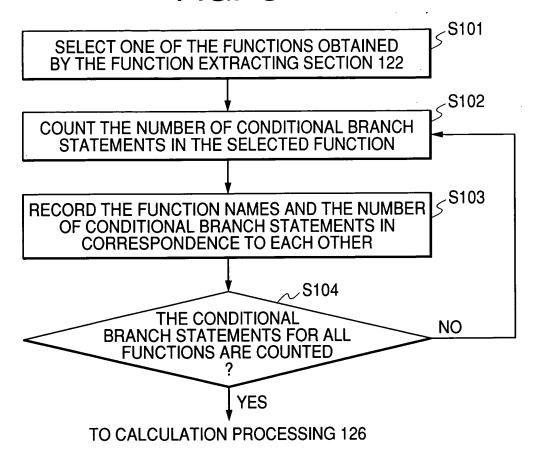


FIG. 4

FUNCTION NAME	NUMBER OF CONDITIONAL BRANCH STATEMENTS
func_A	3
func_B	10
func_C	0

FIG. 5

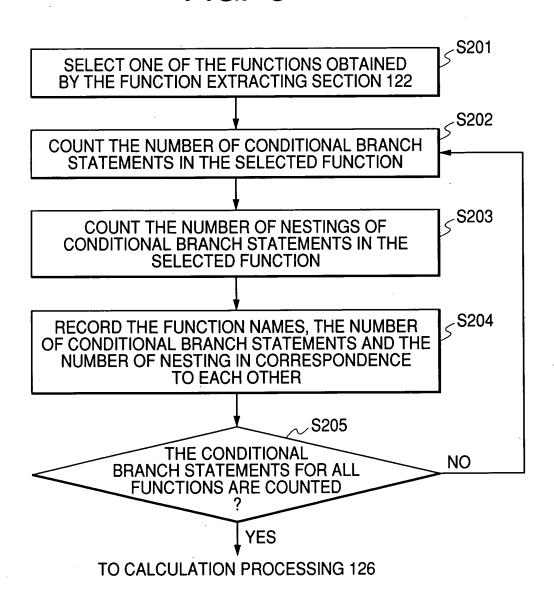


FIG. 6

·	COND	ITIONAL BRAN	CH STATEMENT
		NUMBE	ER OF NESTINGS
FUNCTION NAME	NUMBER	NUMBER OF NESTING STAGE	NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS
6a A	0	0	2
func <sub>-</sub> A	3	1	1
func_B	10	0	10
func_C	0	0	0

```
FIG. 7
```

132~

```
(AIN1,AIN2)
            func_A
                         AIN1,AIN2;
            int
                         A1, A2;
            int
                         A01;
            int
           \sim if (AIN1 == 10)
                        - if (AIN2 > 20)
            } else (
            if (AIN1 > 10)
            return (A01);
            func_D
                         ()
void
                         D1, D2, D3;
          int
           D2 = func_A1 ( D1 );
           -AIN1 = func_A2 ( D2 );
            D3 = func_A ( AIN1, D2 );
```

FIG. 8

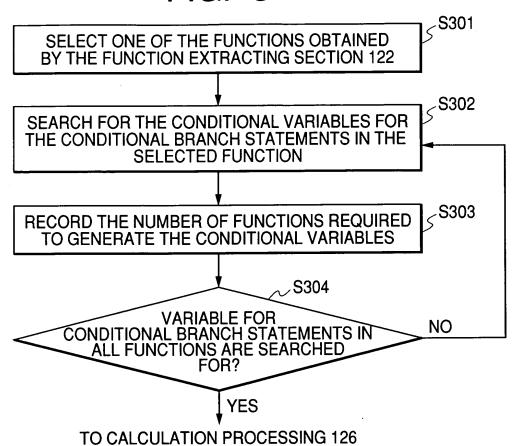


FIG. 9

	COND	ITIONAL BRANCH STATE	MENT
FUNCTION	·	VARIABLE GENER	RATION
NAME	NUMBER	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
6a A	0	2	1
func <sub>-</sub> A	3	0	1
func_D	0	0	0

```
(AIN1,AIN2)
                        func_LA
            int
                                     AIN1,AIN2;
                        int
                        int
                                     ij;
                                     A1, A2;
                        int
132~
               1011 int for (i = 0; i < AIN1; ++i) {
                        int
                                     A01;
                           1012 for (j = 0; j < AIN2; ++j) (
               1013~
                        for (i = 0; i < 10; ++i)
                        return (A01);
                        func_LB
                                     (BIN1)
            int
                                     BIN1;
                        int
                                     i:
                        int
                                     B1, B2;
                        int
                                     BO1;
                         for (i = 0; i < BIN1; ++i) (
                         for (i = 0; i < BIN1; ++i) [
                         for (i = 0; i < BIN1; ++i) [
                         for (i = 0; i < BIN1; ++i) (
                                     0
                         func_LC
            void
```

FIG. 11

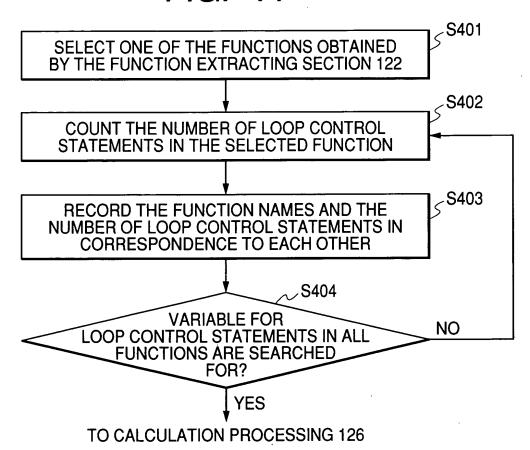
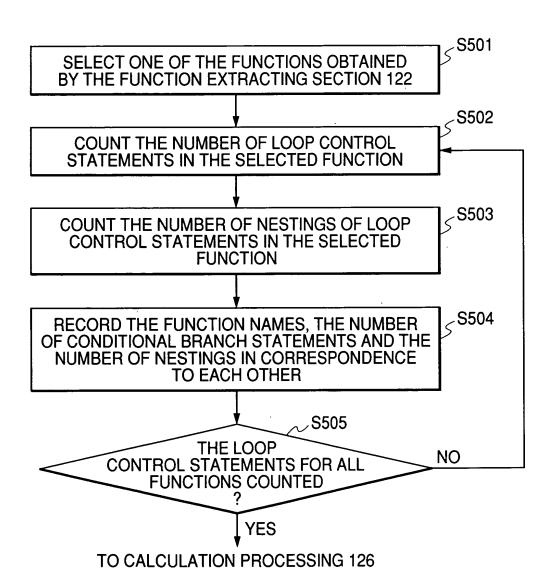


FIG. 12

FUNCTION NAME	NUMBER OF LOOP CONTROL STATEMENTS
func_LA	3
func_LB	10
func_LC	0

FIG. 13



	LC	OOP CONTROL S	P CONTROL STATEMENT	
		NUMBE	R OF NESTINGS	
FUNCTION NAME	NUMBER	NUMBER OF NESTING STAGE	NUMBER OF CORRESPONDING LOOP CONTROL STATEMENTS	
f 1 A	0	0	2	
func <sub>-</sub> LA	3	1	1	
func_LB	10	0	10	
func_LC	0	0	0	

## FIG. 15

132-

```
(AIN1,AIN2)
             func_LA
int
                         AIN1,AIN2;
            int
                         A1, A2;
             int
                         A01;
            for (i = 0; i < AIN1; ++i)
                        - for (j = 0; j < AIN2; ++j ) (
             for (i = 0; i < 10; ++i )
   1013-
             return (AO1):
             func_LD
void
                          D1, D2, D3;
            D2 = func_LA1 ( D1 );
             AIN1 = func_LA2 ( D2 );
             D3 = funcL_A ( AlN1, D2 );
```

FIG. 16

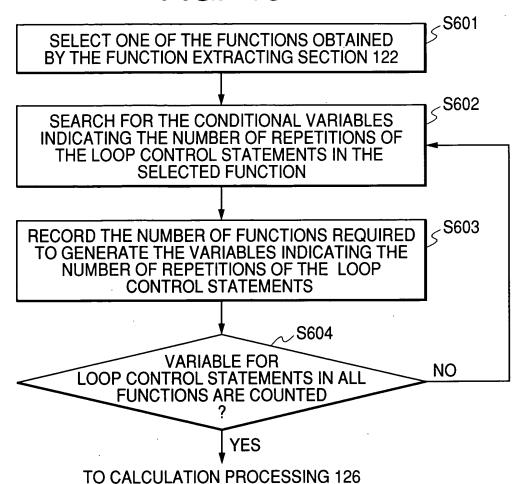
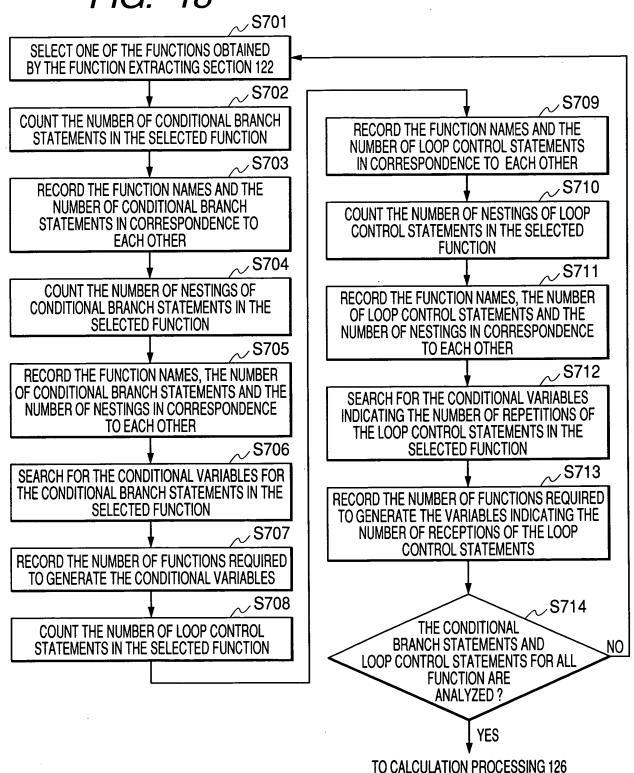


FIG. 17

	LC	OOP CONTROL STATEMEN	NT
FUNCTION		VARIABLE GENERATION NUMBER OF REPE	ON FOR THE TITIONS
NAME	NUMBER	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
f	0	2	1
func <sub>-</sub> LA	3	0	1
func_LD	0	0	0



		CONI	CONDITIONAL BRANCH STATEMENT	TATEMENT			)]	LOOP CONTROL STATEMENT	TEMENT	
		NUMBER	NUMBER OF NESTINGS	VARIABLE GENERATION	NERATION		NUMBER	NUMBER OF NESTINGS	GENERATION OF VARIABLES FOR THE NUMBER OF REPETITIONS	: Variables Mber of Ions
FUNCTION	NUMBER	NUMBER OF NESTING STAGES	NUMBER OF STAGES NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF Variables	NUMBER	NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING LOOP CONTROL STATEMENTS	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
V (5.3)	c	0	2	2	1	C	c	c	c	c
M'JOUC'A	ກ	-	-	0	1	>	>	U	0	<b>o</b>
func_B	10	0	10	0	1	0	0	0	0	0
func_C	0	0	0	0	0	0	0	0	0	Ö
func_D	0	0	0	0	0	0	0	0	0	0
¥ 1 7 1 7	C	c	c		c	C	0	2	2	1
TUNC, LA	>	<b>-</b>	<b>&gt;</b>	>	>	၇	1	1	0	1
func_LB	0	0	0	0	0	10	0	10	0	-
func_LC	0	0	0	0	0	0	0	0	0	0
func_LD	0	0	0	0	0	0	0	0	0	0

FIG. 20

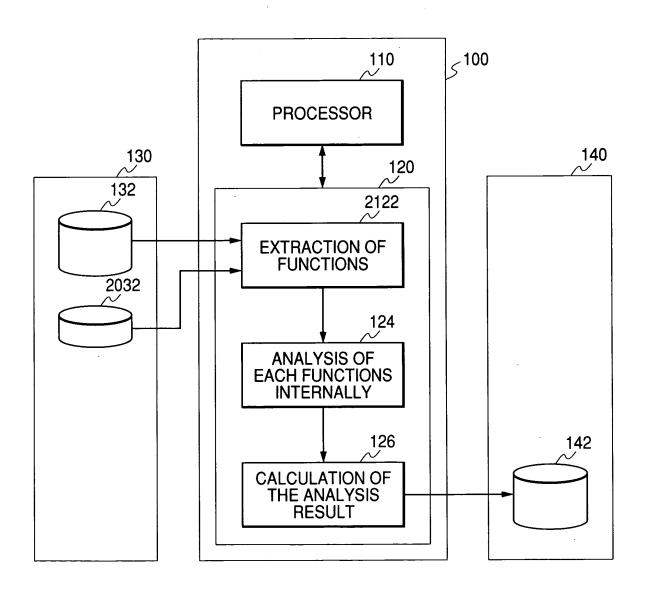


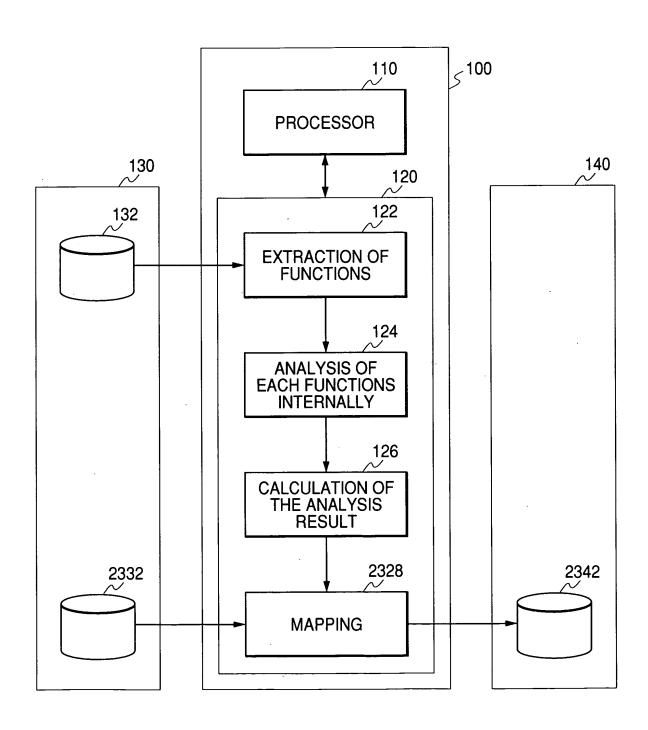
FIG. 21

	CONE	DITIONAL BRANCH STATE	MENT
FUNCTION		VARIABLE GENERATION	
NAME	NUMBER	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
tuna Autuna D		2	1
func_A+func_D	3	0	1

FIG. 22

	LC	OOP CONTROL STATEMEN	OP CONTROL STATEMENT	
FUNCTION		GENERATION OF VAR THE NUMBER OF RE		
NAME	NUMBER	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES	
funcil Aufuncil D	0	2	1	
func_LA+func_LD	3	0	. 1	

FIG. 23



PROCESSING UNIT	PREFERABLE NUMBER OF CONDITIONAL BRANCH STATEMENTS
CPU	10 OR MORE
DSP	3 TO 9
DEDICATED LOGIC	2 OR LESS

FIG. 25

FUNCTION NAME	APPROPRIATE PROCESSING UNIT
func_A	DSP
func_B	CPU
func_C	DEDICATED LOGIC

FIG. 26

PROCESSING UNIT	PREFERABLE NUMBER OF LOOP CONTROL STATEMENTS
CPU	3 TO 9
DSP	10 OR MORE
DEDICATED LOGIC	2 OR LESS

FUNCTION NAME	APPROPRIATE PROCESSING UNIT
func_LA	CPU
func_LB	DSP
func_LC	DEDICATED LOGIC

		APPROPRI	APPROPRIATE CONDITIONAL B	ONAL BRANCH STATEMENT			APPROPF	APPROPRIATE LOOP CONTROL STATEMENT	OL STATEMENT	
		NUMBER	NUMBER OF NESTINGS	VARIABLE GENERATION	ERATION		NUMBER	NUMBER OF NESTINGS	GENERATION OF VARIABLES FOR THE NUMBER OF REPETITIONS	VARIABLES MBER OF ONS
FUNCTION	NUMBER	NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS	NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS	NUMBER OF VARIABLES	NUMBER	NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING LOOP CONTROL STATEMENTS	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
		0	1 OR MORE	0	1 OR MORE		0	3 TO 9	0	3109
CPU	5 A	-	1 OR MORE	<del>-</del>	1 OR MORE	3 TO 9	-	0	-	0
	<u> </u>	2 OR MORE	1 OR MORE	2 OR MORE	1 OR MORE		2 OR MORE	0	2 OR MORE	0
		0	3109	0	3 TO 9		0	1 OR MORE	0	2 OR LESS
DSP	3109	-	3 OR LESS	_	3 OR LESS	5 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-	1 OR MORE	-	2 OR LESS
		2 OR MORE	1 OR LESS	2 OR MORE	1 OR LESS		2 OR MORE	1 OR MORE	2 OR MORE	2 OR LESS
DEDICATED LOGIC	20R LESS	0	3 OR LESS	0	3 OR LESS	3 OR LESS	0	3 OR LESS	0	3 OR LESS

		APPROPRIATE	APPROPRIATE CONDITIONAL BRANCH STATEMENT	NCH STATEMENT			APPROPRI	APPROPRIATE LOOP CONTROL STATEMENT	L STATEMENT	
NOLLONI		NUMBER	NUMBER OF NESTINGS	VARIABLE GENERATION	VERATION		NUMBER	NUMBER OF NESTINGS	GENERATION OF VARIABLES FOR THE NUMBER OF REPETITIONS	- Variables Mber of Ions
NAME	NUMBER	NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF Variables	NUMBER	NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING LOOP CONTROL STATEMENTS	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
-		0 (K=1)	1 OR MORE	0 (K=1)	(1 OR MORE)		0 (K=1)	3 TO 9	0 (K=1)	3 TO 9
CPU	MORE (%%)	(K=2)	1 OR MORE	1 (K=2)	1 OR MORE	3 TO 9 (K=6)	1 (K=1)	0	1 (K=1)	0
	(0-11)	2 OR MORE (K=3)	1 OR MORE	2 OR MORE (K=3)	(1 OR MORE)		2 OR MORE (K=1)	0	2 OR MORE (K=1)	0
		0 (K=1)	3 TO 9	0 (K=1)	3109	000	0 (K=1)	1 OR MORE	0 (K=1)	2 OR LESS
DSP	3 TO 9 (K=8)	1 (K=2)	3 OR LESS	1 (K=2)	3 OR LESS	MORE	1 (K=2)	1 OR MORE	1 (K=2)	2 OR LESS
		2 OR MORE (K=2)	1 OR LESS	2 OR MORE (K=2)	(10R LESS)	(2-11)	2 OR MORE (K=3)	1 OR MORE	2 OR MORE (K=3)	2 OR LESS
DEDICATED LOGIC	K=6	0 (K=1)	3 OR LESS	0 (K=1)	3 OR LESS	3 OR LESS (K=6)	0 (K=1)	3 OR LESS	0 (K=2)	3 OR LESS

CPU = 3+4+2+2=11 DSP = 6+4+4+6=20

FUNCTION NAME	APPROPRIATE PROCESSING UNIT
func_A	DSP
func_B	CPU
func_C	DEDICATED LOGIC
func_LA	CPU
func_LB	DSP
func_LC	DEDICATED LOGIC